

## MARKED-UP VERSION OF AMENDMENTS MADE TO CLAIMS

### In the Claims:

Please amend the claims as follows:

1. (Currently Amended) A game device comprising:  
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, wherein said information [include] includes a specific key word [specified] associated with a specific item found by a player at [by] said players' side, wherein said players' side can develop the game advantageously based on the number of said specific key words sent by said players' side, and  
storing means for storing said information in a storage section on said station's side,  
and  
analysis means for analyzing said information so sent [on] to said station's side and input to the analysis means by a supporter on the station's side, wherein the result of the analysis is based on the input of the information to the analysis means, and sending means for sending the players' side the results of the analysis from the station's side, wherein the result of the analysis is input by the supporter on the station's side,  
wherein the results include coordinates for directing players' side to a destination; and  
the game can be developed through information interchange.
2. (Previously Presented) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side.
3. (Previously Presented) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

4. (Previously Presented) A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent.

5. (Previously Presented) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.

6. (Currently Amended) A game system comprising: a players' side sending information that is to be needed for the process of game to said a station's side through the communication line, wherein said information [include] includes a specific keyword associated with a specific item found by a player [from] at said players' side, wherein said player's side can develop the game advantageously based on the number of said specific key words sent by said player's side, and said information are stored in a storage section on said station's side, and a supporter sending the player's side the result of the analysis inputted by said supporter,

and wherein said information so sent is analyzed by said station's side so as to send the results of the analysis indicating a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

7. (Previously Presented) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. (Previously Presented) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Previously Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as including time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

10. (Previously Presented) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or players, so that the game can be developed through information interchange.

11. (Previously Presented) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; and

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

12. (Previously Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

13. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said different parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

14. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as including time, weather and order that said parameter was sent.

15. (Previous Presented) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and  
wherein said players' side consists of a plurality of teams or players.

16. (Previously Presented) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and  
wherein said players' side consists of a plurality of teams or players.

17. (Previously Amended) A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent; and  
wherein said players' side consists of a plurality of teams or players.

18. (Previously Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that a parameter was sent; and  
wherein said players' side consists of a plurality of teams or players.

19. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, said parameter so sent that

is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent; and  
wherein said players' side consists of a plurality of teams or players.

20. (Previously Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;  
wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with such elements including as time, weather and order that said parameter was sent; and said players' side consists of a plurality of teams or players.

21. (Previously Presented) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and  
wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and  
wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

23. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

24. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange.

25. (Previously Presented) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. (Previously Presented) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. (Previously Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

29. (Previously Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements including as time, weather and order that said parameter was sent, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

30. (New) A game device played by a player outside of a hall and by a supporter in the hall comprising:

a portable information terminal used by the player outside of the hall, wherein the portable information terminal includes means for sending a specific key word, found by the player, to the personal computer;

a personal computer used by the supporter in the hall in communication with the portable information terminal through a communication line, wherein the personal computer have means for receiving the specific key word sent from the portable information terminal;

means for giving the player a quiz associated with the specific key word received by the personal computer;

means for providing an answer to the quiz by the supporter;

means for determining whether the answer provided to the quiz by the supporter is correct;

means for indicating information about coordinates for directing the player to a destination based on the determination; and

means for sending the information about the coordinates to the player.